WARLORDS (ENHANCED)

IBM Supplement

(1) System Requirements

This program requires an IBM PC/XT/AT/PS2 or 100% compatible with 640K of memory. The program supports EGA or VGA graphic cards only and requires DOS 2.1 or higher to run. Supports mouse.

(2) Backup and Hard Disk Install

The program disks are not copy protected. Floppy disk users should use standard DOS commands to copy the program disks. Do not use the original disks for game play. The game can be installed to hard disk or played from either 5.25" disks, or 3.5" disks.

Hard disk users should put Disk 1 in the A: drive. To install the program on your C: drive use the following commands.

Type A: [enter]

Type INSTALL C: [enter]

This will create a directory called WARLORDS on your C: drive. You will be prompted for additional disks as necessary. If you wish to install on another drive use the appropriate drive letter in place of the C: on the INSTALL line.

(3) Startup

Floppy disk users should start by booting DOS in the normal manner. Then put Disk 1 in the drive A; and type the following commands;

Type A: [enter]

Type WARLORDS [enter]

You will be prompted to change disks as necessary.

Hard disk users should change to the WARLORDS directory and

Type WARLORDS[enter]

(4) Readme File

There is a Readme file on Disk 1 which may contain useful information and should be read before starting the game. Type README [enter] to examine the file.

(5) Loading and Saving a Game

You may save a game by choosing SAVE from the menu. A dialog box will appear with save game slots, numbered from 1 to 8. To save a game, click on the number of the slot that you wish to use. This will put the cursor into the text field where you can type the name that you wish to save the game under. When you have finished typing, hit the [enter] key. The field will remain highlighted. Now click on the SAVE button to save the highlighted game.

To load a game, issue the LOAD command from within the game. You will see a dialog similar to the save dialog. Click on the number of the game you wish to load. The game will be highlighted. Click on the LOAD button to load the game.

The LOAD button on the game start menu does not appear unless there is at least one saved game present. Once this button is chosen the load must be completed, you cannot cancel the process. Floppy disk users cannot load a game from the startup screen but must first start a new game, change to their pre-formatted save game disk and then select LOAD game from the menus. Games saved once a game has been started can be canceled at any time.

Note. The actual DOS save game files are maintained with the file name war*.sav where * is a number from 1 to 8.

(6) Command Line Switches

The program can be forced into a various modes with a command line switch, typed after the program name. These are;

[space]v or -V for VGA graphics

[space]e or -E for EGA graphics

[space]s or -S for no sound

[space]l or -L for low memory mode (hard disk users only)

[space]x or -X disables mouse, forces keyboard control

[space]w or -W makes 'war' sound memory resident, decreases disk access

[space]? or -? lists all the command line switches

For example, WARLORDS S L[enter] starts the game with sound off, and using the least possible memory.

(7) 3.5" Disk Offer

If you need 3.5" disks for your system, please return the 5.25" disks to us together with $5.00 plus $2.50 for postage and packing. North American users should send their disks to our US Office, everyone else should use our Australian Office.

(8) Keyboard Control

The keyboard interface emulates the mouse control, usually by driving the cursor over the map, or between menu or dialog items, and works quite smoothly. Most keyboard commands are also available to mouse users.

Starting the Game. The f1 through f8 keys toggle the player types of players one to eight respectively. The 's' key will start the game, the 'l' key will load a game if one is available.

General Commands. At various stages in the game, you are asked to click to acknowledge some message or to proceed with your turn. Hitting any key accomplishes this. When the combat dialog is on screen, holding down any key will speed up the report. If you have started an all computer game, the ESC key will stop it.

Moving Units and Scrolling the Map. The Keypad arrow keys with either NumLock on, or the Shift key down will scroll the map 1 square. If a unit is selected, it will move the unit 1 square. Obviously, you cannot scroll the map while a unit is selected.

The Home, End, PageUp and PageDown keys move the map by one tactical map increment left, right, up or down respectively.

In the middle of the screen (for non-mouse users only) is a cursor, indicating the active map square. This cursor will assume different shapes according to what you are doing. The important concept to realize is that you move the map to the cursor, unlike using a mouse where you move the cursor to the map.

The map cursors have mouse-click equivalents. The '+' key or f9 is the same as a single mouse click. It will get info, select a single army or select a city for production. The '*' key or f10 is the same as a double click, its only use is to select an entire stack.

The possible cursor shapes are -

Question Mark (?) - Gets info on terrain, cities or a single army.

Square Brackets [ ] - The army select marker. An army must be under the cursor. The '+' key or f9 selects a single army and repetitions will cycle through the entire stack. The '*' key or f10 selects the entire stack.

Tower - The '+' or f9 key will select a city for production.

Handling the Command Bar and Dialogs. The Keypad arrow keys with NumLock off or the Keypad keys with NumLock and the Shift key, (or the separate arrow keys if your keyboard has them) drive the Command Bar cursor. The up/down arrows move the cursor and the [enter] key is the equivalent of clicking on the Command Bar icon. The same keys also work whenever a dialog is on-screen, moving a mouse cursor around the various buttons on the dialog. Some dialogs accept up/down movement, some accept left/right movement, and others accept both. The [enter] key is always the way to choose a dialog button.

As a handy alternative, the '-' key will always deselect a selected army or stack.

The Production Dialog. In the production dialog, f5, f6, f7 and f8 may be used to select an army for production. Then the Keypad arrow keys can be used to drive the mouse cursor over the various buttons, and [enter] to choose. Hitting f5 through f8 twice will bring up an info dialog on the army.

The procedure for transferring production is probably the most complicated, so we will use it as an example.

Start by selecting the production button from the Command bar. The map cursor will turn into a tower. Now scroll the map (this will require toggling the NumLock key) until the required castle is under the cursor. Then hit '+' or f9 to select that city. The production dialog will appear. Choose an army with the f5 - f8 keys. The control buttons will then appear. You could just choose the PROD button here for normal production. To transfer production to another castle, move the cursor over the LOC button and hit [enter]. The map cursor will change back into a tower. Now scroll the map again to find the new castle and hit the '+' or f9 key. This selects the destination castle, and production will be transferred.

This procedure requires lots of switching between the two control systems, and there are several ways to make this easier. If you have separate arrow keys as well as the Keypad, just leave NumLock on and switch between the two sets of keys. If you don't, use Shift or NumLock itself as a toggle.

The Menu Strip. The f1 key brings up the first menu from the strip. Then the Keypad arrows with with NumLock off or the separate arrow keys will move along the Menu strip and up and down each Menu. The [enter] key selects a Menu choice. The ESC key cancels the Menu operation. There are also keyboard equivalents for each command.

The Enhanced Production Dialog. Called up by the 'L' key, it works just like the other dialogs. However, there is a special method for selecting a vectored production location from this dialog.

Hit the location button. Three new buttons replace the production/loc/stop buttons. Left arrow switches the location city to previous city, and right arrow to

next city. The * will accept currently displayed city as vectored location. In the strategic map, the yellow dot is the current city that you will try to vector to. White dots are legal vectoring locations, Red dots are illegal.

The name of the current city will be displayed in the bottom left hand corner.

If you try an illegal vector e.g. to your own city or one that has already four cities vectoring to it an error message will appear and you must repeat the process.

(9) Additional Mouse Feature

Armies or stacks of armies can be deselected by clicking on the right mouse button.

(10) Enhanced Version Additions

The Enhanced version of *Warlords* contains a number of improvements. The AI routines, especially for the Warlord level, have been much improved. There is also a new menu and a few changes in game details. These are all explained below.

(a). The View Menu

Stack. Choosing this item, with an army or stack selected, gives a complete report on all the armies in that terrain square. You are shown the army icon and type, it's combat bonus, current movement points and combat strength.

If a Hero is present, he reports the total bonus he gives to the stack, for whatever reason, as a plus figure. Flying creatures report their bonus as 'fly', specials as 'spc' and dragons as 's/f'. The fly and/or special bonuses are only counted once, no matter how many eligible units are in the stack, and are added the Hero's bonus. The total will be applied to every unit in the stack, including the Hero.

To the left of each unit icon is a button, which is either a green tick, or a red cross. Units clicked green will be included in the stack when you leave the report, those clicked red will not. Clicking on these buttons, it is easy to select or exclude exactly who you want from a stack.

Production. Choosing this item will show you a new production report for the closest friendly castle. The name of that castle is shown in the top left corner. Immediately to the right of that is the current production and the time left before it arrives. To the right of that are any units already produced that are being vectored to another castle. If vectoring is in effect, the receiving castle is shown at the bottom left of the screen, with an arrow icon.

Below the castle name are the production icons, which work the same as the normal production report. When choosing a location for vectored production, just click on the castle on the strategic map. the Next and Prev buttons will cycle you through all of your castles, and the OK button will exit the dialog.

Below the production items, are four slots for the castles that could be vectoring production to the current castle. Each castle is named, and its current production, along with the number of turns until it is produced is shown. to the right of this are slots for units already produced that are being vectored.

Clicking on the icons to the left of these castle names will take you to the production report for that castle. Clicking on a castle on the strategic map will take you to the production report for that castle.

Castles on the strategic map are drawn according to the following rules;

The White dot is the current production city being viewed.

Yellow rectangles identify the production cities vectoring to the current city.

White rectangles indicate other cities that are receiving vectoring armies.

Red dots indicate a city that is not producing.

Green dots indicate a city that is producing.

If a Yellow dot is present, that is the city that the current city is vectoring to.

Using the new production report, it is easy to review and organize your production.

Heroes. Choosing this item shows you a report on your nearest hero. You don't have to have selected a hero beforehand. The Hero's name is shown, together with his location in words. The strategic map shows this hero's location in white, any other heroes in red.

Below this are shown the icons for any other units accompanying your hero. You are shown the total bonuses for the battle and command artefacts that the hero is carrying. This does not include any command bonus that the hero himself generates.

You also see the real strength (i.e. without battle artefacts) and current movement points of your hero.

Below this is a dialog enabling you to cycle through all artefacts carried by the hero, and see exactly what benefit each item confers.

Ruins. This item shows the status of special locations on the strategic map. Explored locations or sages are shown in red, unexplored in white, temples in green and libraries in red and black.

Control. The control item contains several useful items. The Observe buttons allow you to choose which computer controlled players to observe. You must have chosen the Observe Off command from the Game Menu, otherwise these settings will be overwritten.

The Human buttons allow you to change a player between Human and Warlord. You cannot change to any lesser breed of computer player, as they will not be able to understand the complexities of a human players methods. Even a Warlord will probably take ten or so turns to normalize the situation, so this feature should be used with restraint.

The Enhance button will halve the production time of all units. Units with times of 1 or 2 will become 1, 3 or 4 will become 2 and so on. This feature can be turned on or off, for any player, computer or human at any time in the game.

The Intense Combat button increases the chance of a hit in combat by making the combat rolls out of 12, rather than 10, while keeping the maximum combat strength at 9. (See the Appendix in the Rule Book for a full explanation of combat). The result is that combats are more intense and even affairs. Choosing seven Enhanced Warlord opponents and the Intense Combat option is recommended for all those who like a real challenge.

(b). Changes

The following changes to the rules have been made, in order to make a smoother, better game. A lot of these changes have been suggested, in various forms, by game users, and we encourage you to participate by sending comments, suggestions, praise or complaints to us.

All flying creatures now pay 1 MP to use roads. All heroes, except the first free hero, have a movement allowance of 16. The chance of a hero dying in an encounter in the ruins has been reduced, the chances of gaining a benefit from using thrones has been increased.

Clicking on a stack with the Alt key held down will work as a double click.

Save games from Version 1.x of *Warlords* cannot be loaded by the Enhanced Version.

(c). Clarifications

In a combat, all terrain bonuses are worked out from the defender's terrain. A hero can have as many artefacts as he likes. Each army, regardless of strength, that accompanies a hero in searching a ruin improves that hero's chance of survival.

In the Production report under the Report Menu, your castles are shown on the strategic map in different colors and rectangles. These are explained below.

White Rectangle: cities are vectoring to this city and it is producing.

Red Rectangle: cities are vectoring to this city and it is not producing.

Yellow Rectangle: this city is vectoring.

Red cities without rectangles: not producing.

White cities without rectangles: producing, but not vectoring.

All vectoring cities that are vectoring to a common point have the same colour within the yellow rectangle and their target will be a city of the same colour.

With complicated vectoring systems one colour may overwrite another.

(d). Trouble Shooting

The only reported problems in getting the program to run have been with memory usage and sound. If you are having problems, try the -S and -L switches to switch off the sound and lower memory usage.